

Glorious Satria

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EDUCATION

Indonesian International Student Mobility Awards

Aug - Dec 2024

Universidad de Granada, Spain (International Marketing and Management)

- Grade: A, A A-, B;

Bachelor of Software Engineering

June 2021 - 2025

Telkom University, Indonesia

- Cumulative GPA: 3.93/4;

EXPERIENCE

Research and Development Software Engineer

Feb 2025 – May 2025

Formulatrix

Indonesia

- Led the migration of the Rover Updater Mechanism from Whiptail Bash CLI to a modern web-based dashboard, significantly enhancing user accessibility and operational efficiency.
- Implemented key enhancements to the Rover Dashboard Smart Alignment feature, optimizing device calibration accuracy and user experience.
- Improved the interpolation algorithm used for Rover Device Topology Calibration, resulting in increased precision and reliability of calibration outcomes.

Software Engineer

Jul 2024 – Dec 2024

Bank Rakyat Indonesia, Indonesia (INDESC)

Indonesia

- Developed and launched 5 microservice servers, achieving 100% compliance with strict software quality assessments using NestJS and GraphQL.
- Integrated third-party APIs for notifications, email services, and file handling, enhancing system automation and reliability.
- Implemented MongoDB Aggregation Pipeline to optimize data processing and reporting, improving query performance and reducing computation time.

Software Quality Assurance Intern

Sep 2023 – Mar 2024

Dinotis Official, Indonesia

Indonesia

- Executed over 100 manual tests on Dinotis Android product, achieving a 30% reduction in critical bugs prior to release.
- Delivered detailed defect reports to the development team, leading to a 20% improvement in defect resolution time.
- Applied Black-Box Testing methods to validate product functionality, covering 100% of core features to ensure compliance with requirements.
- Conducted targeted research to enhance product, process, and project quality, contributing to a 15% increase in overall testing efficiency.

Software Engineer Intern

Aug 2023 - Sep 2023

FPT Software Ltd.

Hanoi, Vietnam

- Successfully designed and implemented microservices architecture using ExpressJS and PostgreSQL, ensuring robust software construction principles and enhancing scalability for 25.000+ users
- Managed server infrastructure for MyFPT employee management mobile apps, guaranteeing uninterrupted operations and seamless user experience for 24 hours server availability.
- Structured a Service-Oriented Architecture (Controller-Service-Repository) for the PEAR API, enhancing modularity and achieving a 20% reduction in response time.
- Conducted rigorous API, performance, and load testing using JMeter and Postman, resulting in a 35% reduction in error rates during high-load scenarios.

Software Engineer Intern

Mar 2023 - Aug 2023

KamarPelajar.id

Stockholm, Sweden (Remote)

- Developed monolithic software architecture utilizing PHP-Laravel and MySQL, enhancing efficiency and maintainability of the system for 24 hours availability for 5000+ users.
- Created and launched "Pemandu" and "Penghuni" services, enriching travel experiences and streamlining management tasks for KamarPelajar employees.

Software Engineer Intern

Dec 2022 - Feb 2023

Sagara Technology

Indonesia

- Designed and implemented microservices software architecture for "AteEat" using Python Django and SQLite, enhancing system scalability and maintainability.
- Optimized AteEat's database infrastructure via Django database migration, improving data management efficiency and system performance.
- Collaborated effectively across teams to ensure the high quality of processes, products, and project metrics for AteEat.

CURRICULAR ACTIVITIES

Lecture Assistant

Mar 2022 – Jul 2023

- Mentored 40+ freshmen in mastering programming algorithms, ensuring comprehensive understanding and precise project grading.
- Guided 40+ students through SCRUM methodology and other essential software development frameworks for effective project management.
- Led 40+ students in rigorous Software Requirement Gathering and Analysis sessions, fostering meticulous analysis techniques.
- Directed 40+ students in precise Unified Modelling Language (UML) implementation using AstahUML for robust software design.
- Offered constructive feedback to 40+ students on projects, while actively enhancing teaching methodologies through research.
- Facilitated 40+ students in creative problem-solving through Introduction to Design Thinking projects using Figma, encouraging innovative solutions.

Practicum Assistant

Dec 2022 – Jul 2023

Informatics Laboratory, School of Computing Telkom University

Indonesia

- Guided 30+ students in Software Construction using .NET and C#, ensuring project grades accuracy.
- Mentored 30+ students in Object-Oriented Programming with Java and MySQL, maintaining precise project grade records.
- Supported 30+ students in Programming Algorithm practicum with Go-Lang expertise, managing meticulous project grade data entry.

Laboratory Assistant, Vice Coordinator

Jan 2023 – Jul 2023

Advanced Software Engineering Laboratory, School of Computing Telkom University

Indonesia

- Coordinated the recruitment process for new laboratory intern members, ensuring the selection of qualified candidates.
- Guided new intern members in comprehending key Software Engineering topics, fostering their understanding and development.
- Conduct informative 4-week pre-intern meetings for new members during the recruitment phase, facilitating their integration into the laboratory environment.

Laboratory Assistant

Jan 2023 – Jul 2023

Mobile Innovation Laboratory, School of Computing Telkom University

Indonesia

- Implemented Project Management using the OKR framework (Objective-Key Result), driving clear goals and measurable outcomes for project success.
- Conducted extensive research on innovations aligned with Sustainable Development Goals (SDGs), contributing to impactful and socially responsible project initiatives.
- Created comprehensive documents such as PRD and Business Plans for innovative projects, ensuring clear direction and alignment with project objectives.
- Collaborated with project teams to ensure thorough testing and validation, fostering a culture of excellence and continuous improvement.

CO-CURRICULAR ACTIVITIES**Software Engineer Member**

Mar 2022 – Jul 2023

Proclub, Telkom University

Indonesia

- Attended workshops and training sessions to learn new skills and techniques related to Software Engineering, staying up-to-date with the latest industry trends and best practices.
- Demonstrated strong problem-solving skills and attention to detail, troubleshooting issues and bugs within softwares and working collaboratively to find solutions.

Programming Mentor

Mar 2022 – Jul 2023

KONTENT HIMA IF, Telkom University

Indonesia

- Provided in-depth instruction on algorithms and data structures to undergraduate students, emphasizing both theoretical foundations and practical applications.
- Demonstrated strong problem-solving skills, attention to detail, and in-depth knowledge of algorithm design and data structures.

PROJECTS**TrustCrowd***Undergraduate Thesis*

Indonesia

- Developed a Crowdsourced User Acceptance Testing (UAT) platform implementing the M-X algorithm for tester quality control, aiming to manage the variability of tester characteristics.
- Designed and implemented a client-server architecture using GraphQL and MongoDB to facilitate scalable and efficient data handling for simulation.

Elemento*Lomba Digital Inovasi Mahasiswa, Telkom University*

Indonesia

- Developed an innovative educational platform combining Augmented Reality (AR) and interactive modules for enhancing chemistry learning, specifically electron configuration and covalent bonding concepts.
- Integrated the TPACK model with Visual-Auditory-Kinesthetic (VAK) learning styles, creating a dynamic learning environment that improved student engagement and comprehension.
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- Engineered key features including AR "Magic Cards," virtual mini-modules, and bionic reading technology to facilitate interactive, accessible, and effective learning experiences.
- Created an integrated admin web dashboard for teachers, providing real-time insights and feedback tools to monitor student progress and enhance instructional strategies.

PERISAI

Innovillage Indonesia, Telkom University

Indonesia

- Identified the need for a reporting hub for sexual violence based on peer complaints and designed PERISAI to address this pressing social issue, leveraging technology to empower victims and facilitate reporting.
- Integrated a panic button feature into PERISAI to ensure swift response to instances of sexual violence, thereby promoting accountability and providing victims with immediate access to assistance and relevant authorities.

TerraX

Codefest Indonesia x Dfinity Foundation

Indonesia

- Led a diverse team in the development of TerraX, a revolutionary property transaction platform utilizing blockchain technology, resulting in significant time, labor, and cost savings while enhancing security.
- Fostered effective communication and collaboration within the team, ensuring alignment with project goals and objectives, ultimately securing the first runner-up position among 400 competing developers at the Codefest hackathon.

KALORIZE – Your Daily Outside Gym Partner

Student Entrepreneurship Development Program, Ministry of Education, Culture, Research, and Technology

Indonesia

- Designed and implemented microservices software architecture for Kalorize using Go Language Echo Framework and PostgreSQL, ensuring system scalability and maintainability.
- Successfully leading the team to achieve the funding from Ministry of Ministry of Education, Culture, Research, and Technology program for young entrepreneur.

SKILLS

- **Programming Languages:** Go (Echo, Fiber), Java (Springboot), C# (.NET, ASP.NET), Javascript (ExpressJS), PHP (Laravel), C++, Dart (Flutter), Python (Flask, Django), SQL Database (MySQL PostgreSQL, SQLite), NoSQL Database (MongoDB, Firebase), Postman, Message Brokers, RESTFul API, Linux, Unix
- **Tools:** Redis, Postman, JMeter, Docker, Gitlab-Runner, Fly.io, Jira, Confluence, Katalon, Junit, AstahUML, Visio
- **Language:** Native Indonesian, Professional English, Limited Spanish
- **Interest:** Blockchain, Web3, Generative AI, Empirical Software Engineering, Open-Sourced Project